

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions of claims in the application:

Listing of Claims:

1. (Currently Amended) A network node comprising:
a transmitter;
a receiver; and
a controller configured to automatically and repeatedly cause the network node to cycle back and forth between transmitting information on a network with the transmitter and receiving information with the receiver from the network, ~~wherein the lengths of at least some of the transmissions and/or receptions vary~~ in accordance with a pre-determined pattern, wherein the pre-determined pattern is associated with the network node and a plurality of other nodes, the pre-determined pattern defines a cycle with one or more specified transmission portions and one or more specified receiving portions for each node from the group comprising the network node and the plurality of other nodes, wherein the pre-determined pattern further includes within the cycle at least a partial overlap between a transmission portion and a receiving portion of each combination of two nodes from the group comprising the network node and the plurality of other nodes.
2. (Original) The network node of claim 1 further including a pseudorandom noise generator configured to generate a pseudorandom noise code and wherein the pattern is based on the pseudorandom noise code.
3. (Currently Amended) The network node of claim 2 wherein the controller is further configured to cause the transmitter to transmit a[[n]] pseudorandom noise code offset from the pseudorandom noise code indicative of when the network node will be receiving information.

4. (Currently Amended) The network node of claim 2 wherein the controller and receiver are further configured to cause the network node to receive $a[n]$ pseudorandom noise code offset from the pseudorandom noise code from a second network node indicative as to when the second node will be receiving information.
5. (Previously Presented) The network node of claim 4 wherein the controller is further configured to cause the transmission of the information when the pseudorandom noise code offset received from the second node indicates that the other node is ready to receive the information.
6. (Original) The network node of claim 1 wherein the transmitter is a wireless transmitter and the receiver is a wireless receiver.
7. (Original) The network node of claim 1 wherein the controller is configured to cause the information that is transmitted and received to be processed by spread spectrum technology.
8. (Original) The network node of claim 1 configured to function as a cell phone.
9. (Original) The network node of claim 1 wherein the controller is configured to cause the ratio of the time the network node transmits to the time the network node receives during each neighboring transmit / receive cycle to be substantially constant.
10. (Original) The network node of claim 9 wherein the controller is further configured to cause the transmitter to transmit information indicative of the ratio.

11. (Currently Amended) A process of operating a network node comprising:
storing a pre-determined pattern associated with the network node and a plurality of other nodes, the pre-determined pattern defines a cycle with one or more specified transmission portions and one or more specified receiving portions for each node from the group comprising the network node and the plurality of other nodes, wherein the predetermined pattern further includes within the cycle at least a partial overlap between a transmission portion and a receiving portion of each combination of two nodes from a group comprising the network node and the plurality of other nodes; and
automatically and repeatedly causing the network node to cycle back and forth between transmitting information on a network and receiving information from the network, ~~wherein the lengths of at least some of the transmissions and/or receptions vary in accordance with [[a]] the~~ pre-determined pattern.
12. (Original) The process of claim 11 wherein the pattern is based on a pseudorandom noise code.
13. (Currently Amended) The process of claim 12 further comprising transmitting a[[n]] pseudorandom noise code offset from the pseudorandom noise code indicative of when the network node will be receiving information.
14. (Currently Amended) The process of claim 12 further comprising receiving a[[n]] pseudorandom noise code offset from the pseudorandom noise code from a second node indicative as to when the second node will be receiving information.
15. (Previously Presented) The process of claim 14 further comprising transmitting the information to the second node when the pseudorandom noise code offset received from the second node indicates that the second node is ready to receive the information.
16. (Original) The process of claim 11 wherein the transmitting and receiving is wireless.

17. (Original) The process of claim 11 wherein the transmitting and receiving uses spread spectrum technology.
18. (Original) The process of claim 11 wherein the network node functions as a cell phone.
19. (Original) The process of claim 11 wherein the ratio of the time the network node transmits to the time the network node receives during each neighboring transmit / receive cycle is substantially constant.
20. (Original) The process of claim 19 further comprising transmitting information indicative of the ratio.
21. (Currently Amended) A network node comprising:
means for transmitting information;
means for receiving information; and
means for automatically and repeatedly causing the network node to cycle back and forth between transmitting information on a network with the transmitter and receiving information with the receiver from the network, ~~wherein the lengths of at least some of the transmissions and/or receptions vary~~ in accordance with a pre-determined pattern, wherein the pre-determined pattern is associated with the network node and a plurality of other nodes, the pre-determined pattern defines a cycle with one or more specified transmission portions and one or more specified receiving portions for each node from the group comprising the network node and the plurality of other nodes, wherein the pre-determined pattern further includes within the cycle at least a partial overlap between a transmission portion and a receiving portion of each combination of two nodes from a group comprising the network node and the plurality of other nodes.

22. (Currently Amended) Computer readable media embodying a program of instructions executable by a computer program to perform ~~acts a method of operating a network node, the method~~ comprising:

storing a pre-determined pattern associated with a network node and a plurality of other nodes, the pre-determined pattern defines a cycle with one or more specified transmission portions and one or more specified receiving portions for each node from the group comprising the network node and the plurality of other nodes, wherein the predetermined pattern further includes within the cycle at least a partial overlap between a transmission portion and a receiving portion of each combination of two nodes from a group comprising the network node and the plurality of other nodes; and

automatically and repeatedly causing the network node to cycle back and forth between transmitting information on a network and receiving information from the network, ~~wherein the lengths of at least some of the transmissions and/or receptions vary~~ in accordance with ~~[[a]]~~ the pre-determined pattern.